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INSTRUCTION BOOKLET

ACCOLADE
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing this ***Speed Racer: In My Most Dangerous Adventures*** *Super NES® Game Pak.*

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HISTORY AND OVERVIEW

When the MACH 5 Gran Tourismo Prototype appeared on the racing scene, it was hailed as the most technologically advanced racing machine on the track. Recognized leaders in the automotive industry acknowledged its designer and builder, "Pops" Racer, as an automotive genius. Because creating the MACH 5 depleted Racer's personal resources, he accepted Genelite Motors Corporation's long-standing sponsorship offer. In exchange for funding his research, Racer agreed to offer GMC first refusal of new developments on the MACH 5 project. After several years of productive and profitable research, creative differences led Racer to strike out on his own, funding his research from private donations and track purses won by his son, "Speed" Racer.

The MACH 5 is recognized as the leading race car in its class, and its advanced design and technical abilities are truly awesome. Many of Pops Racer's designs have already appeared in the private sector as practical applications are discovered. The heat shielding developed to protect the driver's cockpit is currently being tested for use in the Space Transport System program, and American SimuFlight Technologies, Inc., is currently testing Racer's g. Force Compensator Unit for applications in the flight simulation industry.

The MACH 5 is always on the cutting edge of technology, utilizing advances not yet available to the

public. Its classification as "Prototype" refers not only to itself but also to many of its components. Various companies have approached Racer and offered him the chance to test their own newly-developed technologies on the MACH 5. After extensive research into a company and its product, and drawing up a detailed contract to protect Racer's ownership of the MACH 5 and its components, Racer adds a new feature to the already impressive automobile. At the end of the first quarter this year, Xavier Industries, a giant in the microcomputer industry, announced it would be working with the Racer organization to develop an on board computer system utilizing their revolutionary data bus, the Omega-Bus TM. Much of the equipment tested has become a permanent fixture on the MACH 5.

CREDITS - SPECIFICATION SECTION

Technical Illustrations & Automotive Specs by:	Jim Bauer, Supervisor/Design Engineering MacNichol and Assoc.
Technical Writing by:	Brenda Erwin, Technical Consultant B.J. Specialties, Inc.
Edited by:	Tony Caputo, Fred Schiller and Cygnet Ash
Mach 5 Illustration by:	Ken Steacy

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MACH 5 SPECIFICATIONS

GENERAL

Vehicle MFR	Pops Racer
Bodytype	2-pass, 2-door retractable Hdtp coupe
Drive System	Mid-engine 2-4WD
Base Price	N/A
Options	N/A

ENGINE

Type	Forges alloy aluminum/titanium turbine engine
Displacement	N/A
Induction System	Harris Comptronic FI
Output Shaft & Impeller Blades	4140 stainless/titanium forged alloy
Reduction Gearing	Carbon steel/titanium
Max. Engine Speed	60,000 RPM
Max. Power (SAE NET)	5,000 @ 42,000 RPM
Max. Torque (SAE NET)	4,795 lb/FT @ 37,500 RPM
Emissions Control	Dual NO_2 catalyst, NO_2, 0 sensor
Recommended fuel	92 RON unleaded or equivalent

DRIVE TRAIN

Transmission	5-SPD manual
Trans Ratio	(1st) 3.44 : 1
	(2nd) 2.45 : 1
	(3rd) 1.68 : 1
	(4th) 1.14 : 1
	(5th) 0.90 : 1
Axle Ratio	3.88 : 1
Final Drive Ratio	3.23 : 1

CAPACITIES

Turbine Engine	12.75 QTS.
Fuel Tank	21 GAL.
Luggage	5.2 cubic FT.
Oxygen Bottles	2 @ 100 lbs.

MACH 5 SPECIFICATIONS

SUSPENSION

Front	Independent double-wishbone, dual-longitudinal torsion bars, adjustable hydraulic shocks, anti-roll bar
Rear	Independent lower trailing arms, transverse leaf springs, anti-roll bar

STEERING

Type	Computer-assisted Rack-and-Pinion
Turns, Lock-To-Lock	3.2
Turning Circle, Curb-To-Curb	37.3 FT

BRAKES

Front	11.0 IN internally-ventilated computer-assisted discs
Rear	11.0 IN internally-ventilated computer assisted discs

WHEELS AND TIRES

Wheel Size	16 x 8 IN
Wheel Type	Cast aluminum/magnesium alloy
Tire Size	245/50VR 16 uni-directional
Tire MFR & Model	Experimental Inflatable (XIF™)
Tire Construction	N/A

DIMENSIONS

Curb Weight	3,150 lbs.
Weight Distribution (%) F/R	44/56
Wheel Base	92.0 IN
Overall Length	180.0 IN
Width	69.5 IN
Height	34.0 IN
Track, F/R	60.0/60.0 IN
Ground Clearance	4.0 IN

CALCULATED DATA

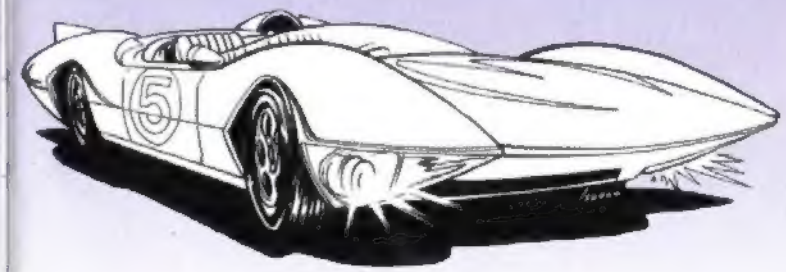
Power-To-Weight Ratio	.63lb/HP
Top Speed	220 + MPH (approx.)
Skidpad: Lateral Acceleration	.96g. +
Fuel Economy (MPG)	17
EPA Rating (city/hwy)	16/24

ACCELERATION SPECS

(0 - 30 MPH)	2.64 sec
(0 - 40 MPH)	3.86 sec
(0 - 50 MPH)	5.12 sec
(0 - 60 MPH)	6.32 sec
(0 - 70 MPH)	7.49 sec
(0 - 80 MPH)	8.65 sec
(0 - 90 MPH)	9.87 sec
(0 - 100 MPH)	11.02 sec
Standing Time 1/4 Mile	11.51 sec/104.3 MPH
Passing Time	(40 - 60 MPH) 3.21 sec.
	(50 - 70 MPH) 3.56 sec.

BRAKING

(30 - 0 MPH)	33.2 FT
(60 - 0 MPH)	132.0 FT
(90 - 0 MPH)	196.0 FT

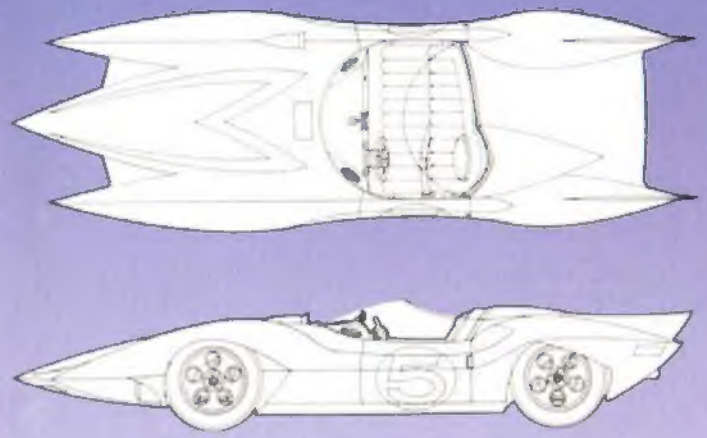


BODY AND ELECTRICAL

At first glance the MACH 5 impresses with its sleek, aerodynamic design. Surely a more beautiful automobile remains to be built. But it is onlywhen the car is analyzed piece by piece, that the beauty of its design can be properly appreciated. These next few pages provide a brief description of the components making up this remarkable automobile.

In the late 1940's, the United States Government discovered a nickel/titanium alloy and called it "Memorite." This alloy can be forged into a desired shape. Should the metal be damaged, quickly raising or lowering the metal's temperature ±7 degrees will cause the metal to revert to its original shape.

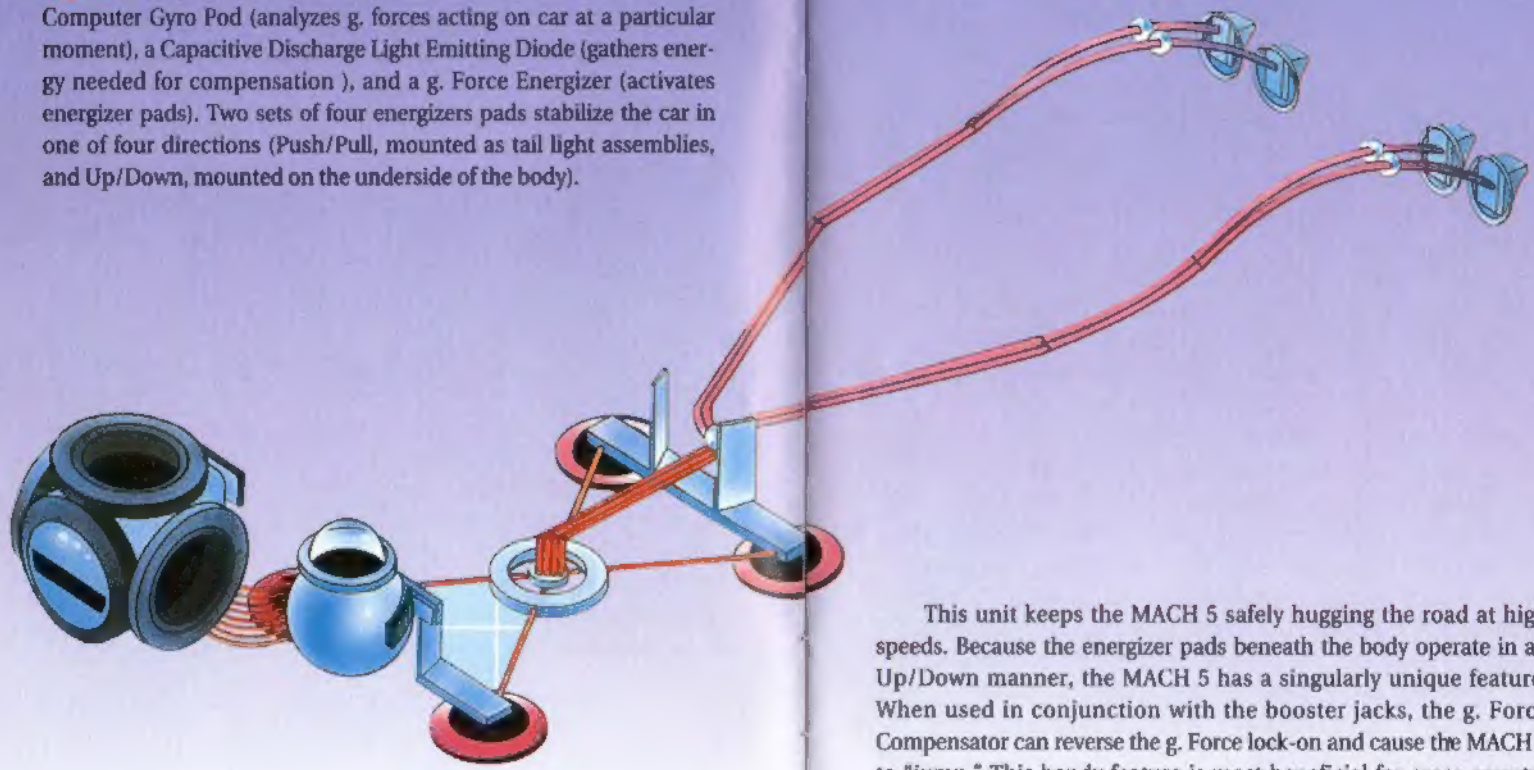
The MACH 5 body, reminiscent of the fantastic automobiles designed by Pininfarinna, is composed of forged Memorite 9000. Its white color comes not from paint but from the Memorite 9000 itself. Memorite 9000 can be tinted in a wide range of colors, thus eliminating part of the weight



Because the MACH 5 pulls an incredible amount of power, the main electrical load is balanced and run through a multi-fuse system, passing into a secondary backup system for safety. GenSystems, Inc., is testing super conductive materials for possible incorporation in the near future. Fuse lights on the dash warn the driver when a primary fuse has blown, giving him sufficient time to pull over before power failures can cause system shut-downs.

g. FORCE COMPENSATOR

g Force Compensator Unit. One of the most remarkable features of the MACH 5 is its g. Force Compensator Unit, developed by Pops Racer himself. The unit consists of a Computer Gyro Pod (analyzes g. forces acting on car at a particular moment), a Capacitive Discharge Light Emitting Diode (gathers energy needed for compensation), and a g. Force Energizer (activates energizer pads). Two sets of four energizers pads stabilize the car in one of four directions (Push/Pull, mounted as tail light assemblies, and Up/Down, mounted on the underside of the body).

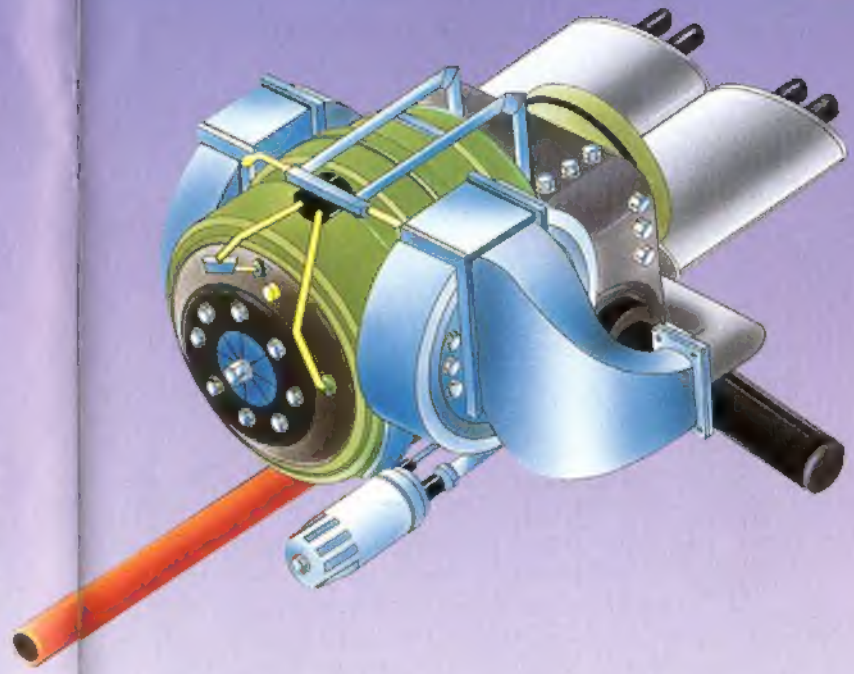


This unit keeps the MACH 5 safely hugging the road at high speeds. Because the energizer pads beneath the body operate in an Up/Down manner, the MACH 5 has a singularly unique feature. When used in conjunction with the booster jacks, the g. Force Compensator can reverse the g. Force lock-on and cause the MACH 5 to "jump." This handy feature is most beneficial for cross-country racing, when unexpected road hazards such as water, rocks and animals have caused many drivers to spin out.

Engine. The MACH 5 engine is Pops Racer's pride and joy, and rightfully so. The turbine housing is forged aluminum, and the hosing, impeller blades and shafts are 4140 stainless steel/titanium alloy. Maxing out at 60,000 RPS, it has a gross horsepower rating of 5000 at 42,000 RPM output shaft speed. This high-powered air-cooled turbine engine has 80% fewer working parts than the conventional, piston-type engine, thus eliminating the number of engine rebuilds between races and from ordinary use. Engine braking problems, one of the largest obstacles in applying turbine engines to automobiles, has been eliminated due to an engine vacuum assistance system developed by Racer.

Because it operates on a high-heat principle, the engine more efficiently atomizes fuel and oxygen. Due to the heat build-up caused by this powerful engine, special shielding (not shown) was developed to protect the driver's compartment and electrical components. This shielding also waterproofs the engine compartment.

Drivetrain. The drivetrain, naturally, has been enhanced to compensate for the stress created by this extremely powerful engine. Planetary Gear Drive Corporation worked on improving power distribution and several valid designs were rejected before the current model was acceptable to Racer. (Many of these early designs have since found a home in upcoming generation of cross-country freight vehicles). The differentials have been enhanced, the gearing adjusted to compensate for higher speeds. The stainless steel dual exhaust splits past the transaxle into dual resonators. Apart from further muffling the exhaust noise this split balances the engine, enabling it to run more efficiently.

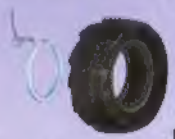


The Independent Rear Suspension (IRS) Transaxle, a revolutionary new design, is composed of forged aluminum-titanium alloy. The transaxle and transfer case enable the MACH 5 to operate on a computer-enhanced four-wheel drive principle. The gears in the transaxle case are custom-ground from carbon steel, as are the axles themselves.

Button A activates powerful ion-drive jacks to boost the car for repairs. The jacks are composed of segmented Memorite 9000. The weight of the car against the jacks helps keep the elevated car stable. These jacks make on-track repairs easier.

When used with the g. Force Compensator, the jacks contribute to the "jumping" effect. The jacks "push" the car forward as the g. Force lock-on is reversed, pushing the car up. Releasing the jacks and reversing the lock-on are performed almost simultaneously; otherwise, the weight of the moving automobile would shear off the extended jacks and destroy the car, along with its unfortunate drive.

Button B activates UniTire Corporation's XIF™ (Experimental Inflatable) tire and assembly, developed exclusively for the MACH 5 racing car. A rim compression band fits in the back of the rim on the tire bead. This rim rotates within the tire. The XIF tire air transfer bar inflates the gripper tread, thus enabling the MACH 5 to travel over a wide range of terrain. The link between tire and rim is the secret for the XIF's success.



To compensate for enhanced wheel performance, this button also causes 5,000 HP to be evenly distributed between all four wheels.

Button C activates twin rotary blades. These titanium blades are equipped with carbon-steel teeth, enabling the driver to cut down obstacles in the car's path.

Button D causes the driver's compartment to be encased in a bullet-proof airtight canopy. The canopy glass is designed along the same principles as the glass used in high-altitude aircraft. The infragreen glass operates on similar principles to infrared glass, but requires less light for operation. The canopy is also airtight, a necessity during underwater operations. (Oxygen is supplied by tanks under the bonnet.)

Button E enables the headlights to be controlled by the driver. When this button is pressed, the position of the driver's left eye is monitored and the position is used to target the left headlight. (The right headlight rotates in a pre-determined pattern.)

Button F activates turbothrusters which power the MACH 5 during underwater operations. Waste exhaust gases from the primary power plant or turbine engine spin the turbothrusters. This button also activates a periscopic camera which relays images to a small viewing screen on the dashboard.

Button G deploys an airborne probe. Xavier Industries has worked closely with Racer on improving the probe. Specifically its range and capacity.

Whimiscally fashioned like a bird, the probe now operates as a tight-range, low-orbit communications satellite. It links the on board computer system with a mainframe and relays information between the two. The probe also boosts communication between the MACH 5 and its home base.

DRIVER'S HELMET/DASHBOARD DISPLAYS

The racing helmet, created by Fisch Safety Equipment, combines the latest in safety materials and techniques. The helmet shell is a triple-layered carbon resin, high-heat, warpless material currently being tested for use in automobile engines. Triple-layering the resin enhances its natural anti-stress factors. The helmet is lined with a combination of coarse-weave nylon and foam. The extended visor is made of the same material as the windshield/canopy; infragreen glass. A series of small vents located across the forehead area permit air to flow between the carbon resin and nylon/foam layers, cooling the internal circuitry and the driver as well.

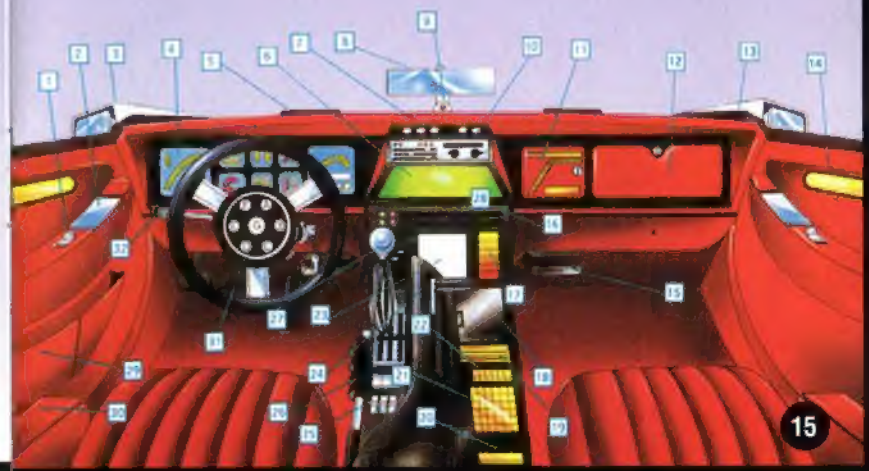
Receivers and a microphone are built into the unit, enabling hands-free communication. Because the receivers are fitted extremely close to the ears, their output decibel level has been limited to minimize the possibility of deafening feedback. The microphone is a fine mesh patch mounted on the inside of the visor close to the mouth area. The mike links the driver with the on-board computer, which is programmed to respond to specific voice commands.

In addition to hooking up to the on-board computer for the headlight direction, an additional feature which was added later is the sensors which monitor the driver's blood pressure, pulse and brain wave activity. This information is consistently monitored should the driver fall ill or black out. If this happens, the emergency override takes control of the car. A radar is activated to determine a clear, safe path. The emergency override then slows the car until it is stopped, cuts the power to the engine and transmits a homing signal.

1 Manual Door Lock (L&R)
2 Door Handles (L&R recessed)
3 Side-view Mirrors (L&R)
4 Gauge Cluster
5 Windshield Defroster (L&R)
6 Radar (100 mile radius)
7 Heater, Defroster and Air Conditioning Switch Panel
8 Rear-view Mirror/Television Monitor
9 220-cycle AC infrared Transmitter/Receiver (To/From Helmet)
10 AM/FM Stereo Cassette Deck
11 Probe Rear Housing (Locks with energy emission gauge, altimeter gauge and 1-hour limited clock)
12 Glove Compartment
13 Sidelight Defroster (L&R)
14 Courtesy Lights (L&R)
15 Heater/Air Conditioner/Fresh Air Ducts
16 Dual Disk Drives
17 Computer Power Level Indicator Lamp
18 Fuse Box for MACH 5 and computer
19 Electrical Systems Indicator Lamp (Ammeter)
20 Computer Keyboard Space Bar
21 Computer Keyboard
22 Communications Switches (Helmet, Microphone, Probe, Monitor Systems)
23 Vicinity/Location Map
24 Turbo Aqua-Jets (Forward/Reverse Thrust Acceleration)
25 Driver's Power Seat Adjustment Controls
26 Parking/Emergency Brake
27 5-Speed Shifter
28 Vicinity/Location Map Fine Tuning Controls
29 Document/Map Pouch (Driver's side only)
30 Arm Rest/Underwater Joy stick (Joystick hidden when not in use)
31 Special Features Steering Wheel Hub
32 Turn Signal & Headlight Dimmer with Windshield Wiper/Washer Control Switch
33 Hazard Flasher

NOTE: Materials used in the interiors include: seats, leather; door panels, Fiberglas™ and leather; carpeting, nylon short-loop weave, dash, vinyl.

*Fiberglas is a trademark of Owens-Corning Fiberglas Corporation.



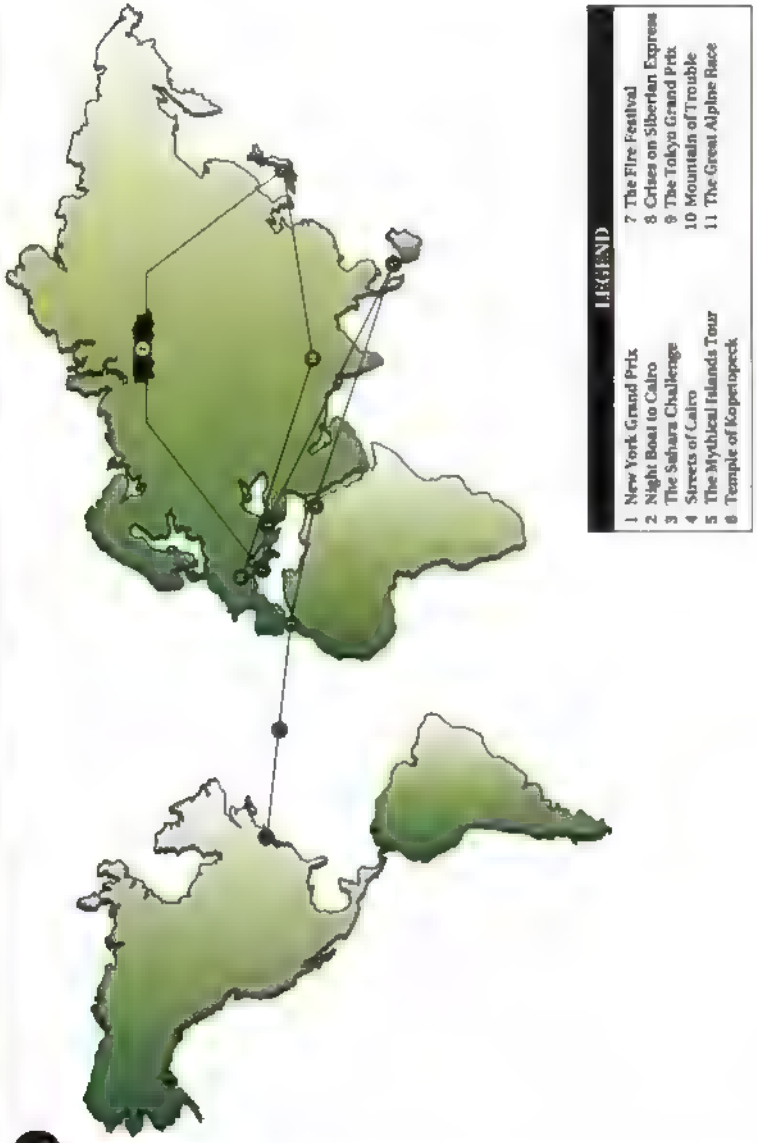
FRAME AND SUSPENSION / BRAKES

Like the body, the frame is also composed of forged Memorite 9000. The MACH 5 utilizes a double wishbone suspension similar to that used by Chapparal and Indy racers. The components however, have been enhanced. All pieces are forged aluminum and bushing components are nylon. The Front-end consists of multi-longitudinal torsion bars to elevate ride height and jounce characteristics.

The MACH 5's advanced design may appear to cry out for an advanced braking system as well, but this racing machine uses a modified disc brake system on all four wheels. The rotors are turned 4140 stainless steel billets. The braking system is computer-assisted, and has one of the highest professional anti-skid and anti-lock ratings given. According to Racer, the closest commercial equivalent braking system is on the Mercedes or Corvette.

NOTE: Because many components used in the MACH 5 are still in the development stages and contain proprietary information and/or designs, specific details may have been omitted.

GAMEPLAY INSTRUCTIONS



INTRODUCTION

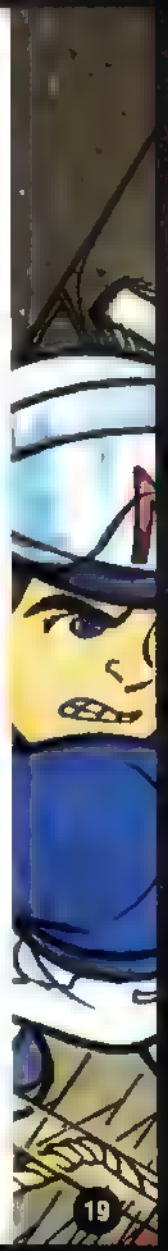
Get ready for adventure racing fans! Speed Racer and his powerful Mach 5 are back! Join them in **Speed Racer : In My Most Dangerous Adventures.**

Speed Racer is a teenager born into a high-torque, high-tech lifestyle. His brother Spridle, girlfriend Trixie, and the rest of the GO Team join him as he races around the world battling evil along the way.

As Speed Racer, you'll drive the fastest, most advanced car in the world, the Mach 5. You'll reach speeds beyond 200 MPH while competing in six grueling courses including The Great Alpine Race and The Mythical Islands Tour. The Mach 5's legendary special features help you escape danger, and adapt to the treacherous ever-changing courses of the World Race Circuit. After you've completed the game as Speed Racer, experience the game as the mysterious Racer X™. His car, the Shooting Star, is fast and durable. It requires even more precise driving skills to win races because it's not equipped with all the Mach 5's special features.

And that's only half the adventure. Off the track, you'll find yourself in exotic locations such as The Streets of Cairo and The Temple of Kopetopek. In hand-to-hand combat, you'll battle the Gang of Assassins, the Car Acrobatic Team, and other classic Speed Racer villains. Be careful! They'll stop at nothing to prevent Speed Racer, Racer X, and the GO Team from advancing to the next race.

Instead of just watching your favorite racing cartoon, now you can play it! **Go, Speed Racer™, Go!!!**



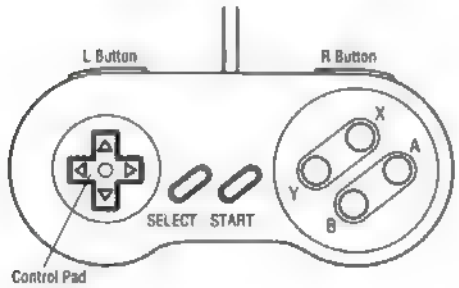
GETTING STARTED

Loading Instructions

1. Make sure the power is **OFF** on your Super Nintendo Entertainment System.
2. Insert **Speed Racer** Game Pak into your system by following the instructions in your system manual.
3. Plug a controller into Port 1.
4. Turn the power switch **ON**. If nothing appears on screen, re-check your Game Pak to be sure it is inserted securely.
5. After viewing the title sequence, the Main Menu will appear.

The Controller

Before you begin playing **Speed Racer**, familiarize yourself with the layout of the controller.



GAME CONTROLS

Mach 5/Shooting Star Controls

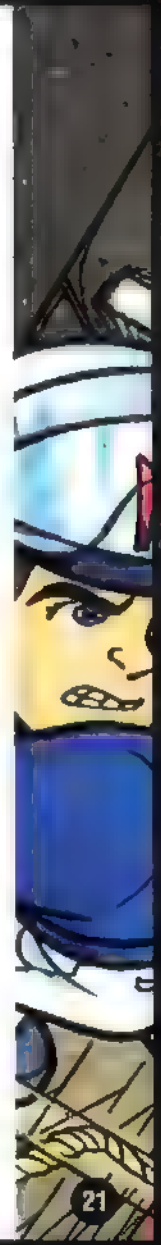
START – Pause/unpause
A Button – Brakes
B Button – Autojacks
X Button – Activate/deactivate special features/injects turbo
Y Button – Accelerate

Control Pad:
◂/▸ – Steer left/right
◂ + **L Button** – Sharp skidding left turn
▸ + **R Button** – Sharp skidding right turn
▾ – Cycle through special features

Speed Racer/Racer X Controls

A Button – Kick
B Button – Jump
X Button – Punch (jab)
R Button + **X Button** – Uppercut punch
START – Pause/unpause

Control Pad:
◂/▸ – Walk left/right
◂/▸ + **B Button** – Jump left/right
◂/▸ + **Y Button** – Run left/right
◂/▸ + **Y Button** + **B Button** – Running leap
▴ – Look up
▴ + **B Button** – Jump high
▾ – Crouch down/view below
▾ + **B Button** – Vault down from high places
▾ + **X Button** – Crouch kick

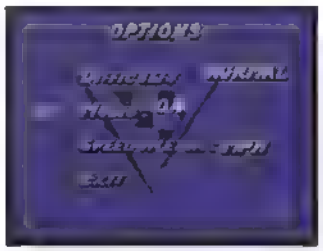


MAIN MENU

The Main Menu lets you **Start** your first race, drive the **Test Track**, enter a **Password**, or access the **Options Menu**. Press ▲/▼ on the **Control Pad** to move the rotating key to the menu item you want, and press **any button** to select.

- **Start** – Start from the beginning of the game using the current settings (see **Options Menu** for default settings).
- **Test Track** – Choose the Test Track to refine your driving skills and practice using your car's special features (see **Special Features**, page 28). There are no competitors on the Test Track, so drive aggressively to test your car's limitations. When you're finished practicing on the test track, press the **START + SELECT** Buttons to return to the Main Menu.
- **Password** – This option allows you to enter a password to restore a saved game (see **Race Results**, page 28).
- **Options** – Takes you to the **Options Menu** (see the next section).

OPTIONS MENU



The Options Menu lets you set-up the game the way you want. Press ▲/▼ on the **Control Pad** to move the rotating key to the option you'd like to change, then press **any button** to toggle through choices. Once you've made all the changes you want, select **Exit** to return the **Main Menu**.

- **Difficulty** – Select **Normal** or **Hard**.

  Normal (default). This level introduces you to the game's special features and six levels of adventures. It's not easy, but win The Great Alpine Race, and you'll be ready to test your skills against the hard level.

  Hard. To succeed in this level, you'll need to have mastered your driving and fighting skills. As you advance toward The Final Challenge, you'll encounter more aggressive opponents.
- **Speedometer** – Change your speedometer to read **MPH** (Miles Per Hour, default) or **KPH** (Kilometers Per Hour).
- **Music** – Toggle **On** (default) or **Off**.
- **Exit** – After changes are completed, select **Exit** to return to the **Main Menu**.

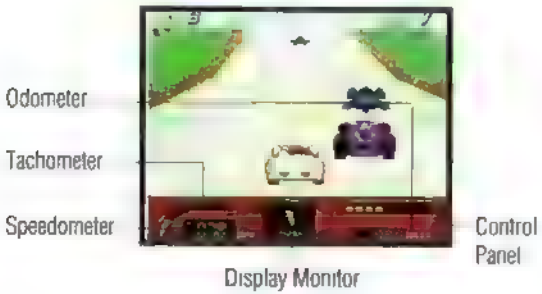
ON THE TRACK

Select **Start** from the Main Menu to begin the adventure. The game's Story Screen will appear before each race. It describes your progress, or the opponents and challenge you'll face on the track (see **Opponents**, page 31).

Press **any button** to go to the track. Your view will be above and behind the car as you race through blazing deserts, mythical islands, and the icy roads of The Great Alpine Race.

The following information will familiarize you with the play screen:

The Control Panel



The Control Panel for the Mach 5 or Shooting Star includes the following:

Tachometer – Displays your engine's RPM.

Speedometer – Your car's current speed is displayed in **MPH** (Miles Per Hour) or **KPH** (Kilometers Per Hour).

Display Monitor (Mach 5 only) – Displays the current Special Feature selection (see **Special Features**, page 28). A special feature can be activated when it's icon is displayed. It is possible to activate more than one special feature while driving.

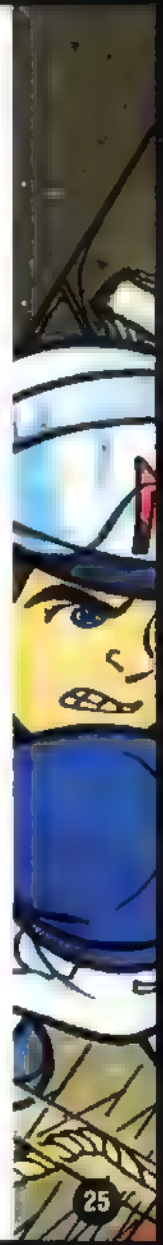
To activate special features while driving:

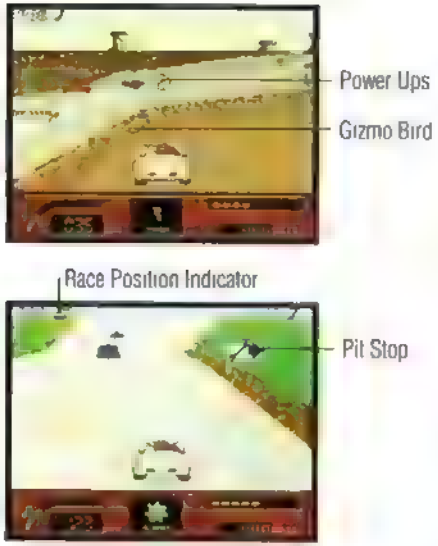
1. Press ▼ on the **Control Pad** to display the desired feature.
2. Press **Button X** to activate the feature.
3. Repeat the process to turn on multiple features.

> **Note:** Certain special features cannot be used in conjunction with other features. Turbo thrusters are too poweful to be used with the gripper tires or when the car is underwater. When the auto jacks are activated, the chopper blades must retract to fly through the air.

Damage Meter – Indicates the amount of damage sustained to the Mach 5 or Shooting Star. When the yellow bar illuminates into the red, your car is in serious condition. If the red reaches the far right portion of the meter, your car will be destroyed and the game will end. You will then be given the option to continue the game from the start of the race or quit.

Odometer – This meter displays the distance you've traveled in the current race.





Gizmo Bird

If your car veers off the track, the Gizmo Bird automatically engages to work as a homing device to direct you back toward the track. Once you've re-entered the race track on the right course, the Gizmo Bird returns to the car.

Race Position Indicator

During the race, your position (1st through 8th) appears.

Lap Indicator

The New York Race, and the Tokyo Grand Prix include a lap indicator that registers the number of laps completed.

> **Tip:** Each track has forks in the road that may be shortcuts toward the finish line. Use the shortcuts to make up time and improve your position.

Turbo Boosts

Turbo Boosts give your car an extra burst of speed to zoom past other racers. The Mach 5 and Shooting Star begin each race with a supply of 5 and can carry up to 9. To pick up additional Turbo Boosts, drive over the red markers with a yellow "S" (if you're racing as Speed Racer) or the yellow markers with a black star (if you're racing as Racer X). Sparky also replenishes your supply when you make a pitstop The current number of Turbo Boosts you have will be shown in the Display Monitor.

Repairing Your Car

You can repair your car in one of two methods, depending on which type of track you are on:

- **Pit Stops.** The New York Race and the Tokyo Grand Prix are circuit tracks with pit stops. When you see a sign with a wrench and arrow, pull in to the pitstop and Sparky will make the repairs.
- **Power-Ups.** On point-to-point race tracks (not looping), watch for repair Power-Ups (shaped like wrenches). Run over the Power-Ups to repair some of your car's damage.

Car Special Features

Here are the special features you'll have on the Mach 5:

Autojacks – Jump over cars and hazards.

Turbo – Supplies an extra burst of forward thrust.

Canopy – Provides underwater survival and protection from extreme temperatures.

Chopper Blades – Rotary blades cut trees, signs, and slash opponent's cars.

Gripper Tires – Provide more traction if you're off the track or in sand.

RACE RESULTS

This screen appears after each race, displaying Speed Racer (or Racer X) on the winners' podium. Your score, the number of Power-Ups you collected, and a password are displayed. Write down the password and use it to restore a saved game (see **Resuming a Game**, page 30).

> **Note:** A password only appears if you placed in the 1st, 2nd, or 3rd position.

ADVENTURE LEVELS

Following the Race Results screen, you'll view more of the game's Story. You'll get a description of the adventure you'll face, or the villain you'll need to defeat, to continue on the World Race Circuit.

Press **any button** to advance through the Story and begin the adventure. You'll find your opponents (see **Opponents**, page 31) aren't above thievery or kidnapping to keep you from progressing in the World Race Circuit.

> **Note:** Once you've thwarted your opponent's attempt to stop you, the Story screen for the next race will be displayed. Press **any button** to advance through the Story.

Power Bar

The power bar indicates your health during the adventures. Injury incurred during a fight or high fall will cause you to lose power. If you lose all your power, you'll fall unconscious and the game will end.

RESUMING A GAME

Select **Password** from the **Main Menu** to view the Password Screen.

To enter a password:

1. Press ▲/▼ on the **Control Pad** to choose a number or letter.
2. Press ► on the **Control Pad** to move to the next space. If you make a mistake, press ◄ to backup.
3. After the complete password is entered, press **START** to resume the saved game.

WINNING THE GAME

To win the game, you must place in one of the top three positions in each of the circuit races and be successful in all off-the-track adventures.

For an added challenge, finish the game as Speed Racer on either difficulty setting, then play the game as Racer X. The game is even tougher to complete since the Shooting Star doesn't have the benefit of all the special features.

For the ultimate test, select the **Hard** setting. You'll face Captain Terror in The Final Challenge.

OPPONENTS

On the track, you'll encounter arch rivals such as Kabala, the Melange, Snake Oiler, the Car Acrobatic Team, or Captain Terror. They'll continually try to disrupt your effort to get to the finish line.

In the adventures, you'll face The Car Acrobatic Team and The Gang of Assassins as you try to find Spridle and Chim Chim, rescue Trixie, or protect the Mach 5.

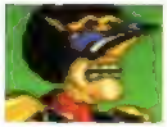
Familiarize yourself with your opponents:

Alpha Team – Friends of Speed Racer off the track, but once the competition heats up, it's every driver for himself.

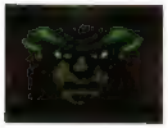
Assassins – This ruthless band of racers has the muscle and instinct to win. They create havoc around them in order to eliminate their opponents.

Captain Terror – As leader of the Car Acrobatic Team, Captain Terror is one of Speed's most notorious enemies.

Car Acrobatic Team – This gang of highly skilled racers is well known for entertaining audiences with amazing driving tricks and daring feats. On the race track, the show ends and the danger begins.



Kabala – This one-time mentor of Racer X is well-known for precision racing. It's rumored that mysterious crashes occur whenever he races.



Melange – The Melange is a dangerous robot-driven car built for revenge. It was designed not only to win, but to destroy racing opponents.

Snake Oiler – The best driver in the Car Acrobatic Team. Snake Oiler can win a race on skill alone, but prefers to do some damage along the way.

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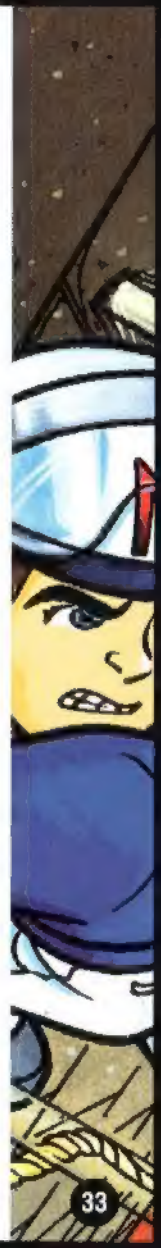

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ACCOLADE CREDITS

Producer	Todd Thorson
Testers	Susan Michele, James Vitales Steve Fallas, Matt McKnight
Manual Editor	Shirley Sellers
Manual Writer	Jon Mongelluzzo

RADICAL CREDITS

Producer	Ian Verchere
Programming	Mark Slemko, Lennox Ong
Art	Thom Bellaire, Yayoi Maruno, Rob Oliveira, Ryan Slemko, Ian Verchere
Sound & Music	Marc Baril, Paul Wilkenson